



LABYRINTH US OPERATIONS GUIDE

- ★ The US can target only one Country per Card played
- ★ The US OP's card must equal or exceed the GOV of the targeted country
- ★ In any US action Phase, the US can play /save for next turn/ or discard the last card on his hand (Jihadist event is NOT resolved)

WHAT to do:	Operation to conduct	improve your chances of succeeding	Prerequisites	Procedure	Impact on game (GOV, Alignment, Prestige, Posture, markers)
Improve Governance or Alignment in a Muslim Country	WAR OF IDEAS (WOI)	Ensure High US Prestige, and that GWOT & US Postures are the same	<ol style="list-style-type: none"> OP# ≥ GOV target country Target Country is Untested/Neutral/Ally. If RC country # US troops ≥ 5 x Jihadist Cells 	<p>Roll 1D6 and apply DRM: ≥ 5 success.</p> <p>DRM's : -1 if shifting to Good; GWOT Penalty (-1/-2/-3); +1 for each aid marker; US Prestige (-1, +1, +2); max+1 for an adjacent Good Ally</p>	<ol style="list-style-type: none"> If Untested/Neutral improve improve Alignment to Ally If Ally improve GOV by 1 level max to Good. <p>If to Good remove all RC, BR, and Aid Markers. If failure by 1 pip, place 1 Aid Marker (max 1 via WOI, additional markets are placed by events only).</p>
Change Posture in a non Muslim target Country	WAR OF IDEAS (WOI)	Direct action, no DRM	<ol style="list-style-type: none"> OP# ≥ GOV target Target a Non Muslim Country 	Roll 1D6. 1-4 = SOFT, 5-6 = HARD.	Adjust posture to Hard/Soft according to die roll. If Posture result=US posture increase US prestige by +1
Eliminate Active Jihadist Cells OR Activate Sleeper Cells OR Remove Cadres in target countries	DISRUPT	Direct action, non DRM	<ol style="list-style-type: none"> OP# ≥ GOV Muslim Target country is Ally OR Muslim Country with ≥ 2 US troops OR Is a non Muslim country (except Iran) 	<p>DISRUPT affects 2 cells if US posture is Hard or if 2 troops are present, otherwise only 1 cell is affected.</p> <p>Shift each disrupted Jihadist Cell to Active OR remove the cell to the Jihadist funding track, OR if no Cells are present remove the Cadre marker.</p>	<ol style="list-style-type: none"> If last Cell was removed from the country place a Cadre marker. If at least 2 US troops in target country increase US prestige by +1.
Move any number of US troops from any location to a new location	DEPLOY	Direct action, no DRM	<ol style="list-style-type: none"> OP# ≥ GOV target country / any card ok to deploy to troops track. if troops deploy from RC country US must leave behind US troops ≥ 5 x Jihadist Cells. Target country must be Muslim and Ally 	Move desired number of troops from chosen location (country or troops track) to the target country.	No effects



LABYRINTH US VICTORY CONDITIONS

- ★ Reach 12 Resources in countries with Good Governance, OR
- ★ Establish Good/Fair Governance in at least 15 Muslim countries, OR
- ★ Eliminate all Jihadist Cells in any countries on the map

WHAT to do:	Operation to conduct	improve your chances of succeeding	Prerequisites	Procedure	Impact on game (GOV, Alignment, Prestige, Posture, markers)
Make a Regime Change in a Islamist Ruled country (IR)	DEPLOY	Ensure GWOT and US posture are the same or -1 DRM on Prestige roll will apply.	<ol style="list-style-type: none"> OP# =3 (may include Reserves). US posture = HARD. US must have : ≥ 6 troops to deploy from single location that is not under RC (unless remaining US troops: $\geq 5 \times \#$ Jihadist cells). Destination country must be a IR. 	<ol style="list-style-type: none"> Deploy : ≥ 6 US troops from one single location into a IR country. Place a green RC marker. Roll Governance on Country Test table. Roll for US prestige. 	<ol style="list-style-type: none"> Target country becomes a RC country . RC Country GOV changes from IR to Poor or Fair. Note that once governance is shifted to Good or IR the RC marker is then removed. Shift Alignment to Ally. Shift all sleeper Cells to Active.
Withdraw US troops from RC country	WITHDRAW	Ensure GWOT and US posture are the same or -1 DRM on Prestige roll will apply.	<ol style="list-style-type: none"> OP# =3 (may include Reserves) US Posture = SOFT US troops are located in a RC country. 	<ol style="list-style-type: none"> Withdraw any/all US troops from RC country into an Ally Muslim country (can be another ally RC country). Remove Aid Markers. Place a BR marker (if none). Roll for US Prestige. 	RC counter is kept on the country.
Remove a Plot Marker from ANY country	ALERT	Direct Action	<ol style="list-style-type: none"> OP# =3 (may include Reserves). 	<ol style="list-style-type: none"> First select then reveal a Plot marker in any country. Remove Plot Marker from game if WMD If not a WMD place in Plot Box 	WMD markers are removed from game by an ALERT action
Change US Posture	REASSESSMENT	Direct Action	<ol style="list-style-type: none"> Play of 2 OP# =3 (may NOT include Reserves). 	<ol style="list-style-type: none"> US player makes switch of Posture. 	GWOT Relations Penalty change (DRM for War of Ideas).
Increase Reserves	RESERVES	Direct Action	Reserves Track marker on 0 or 1 position.	<ol style="list-style-type: none"> Play OP# =1 OR 2 and move Reserve Marker by the card value to a max of 2 on the Reserve's Box. 	Use Reserves to Increase the OP card value to a maximum of 3.



LABYRINTH JIHAD OPERATIONS GUIDE

- C* Use any card regardless of target GOV country (Jihadist can target multiple countries)
- C* Card value determines the number of dice rolled
- C* Governance determines the success range of rolls
- C* In IR countries all rolls succeed
- C* Way to discard a unwanted US event is to play that card in the first Plot of the turn

WHAT to do:	Operation to conduct	improve your chances of succeeding	Prerequisites	Procedure	Impact on game (GOV, Alignment, Prestige, Posture, markers)
Worsen Governance in Muslim Countries	MINOR JIHAD	Direct Action	<ol style="list-style-type: none"> 1. Target non IR Muslim countries (except Iran). 2. Each target country must have a Jihadist Cell. 3. Roll 1d6 per cell used up to the max allowed by the card value. 	<ol style="list-style-type: none"> 1. Roll 1d6 per each Cell supporting the Jihad 2. Shift supporting sleeping cells to Active. 	A failed Jihad removes a Cell to the Funding Track (cadre not placed). Each successful roll worsens GOV toward Fair or Poor in target country ,and remove 1 Aid Marker.
Establish Islamic Rule in a Country	MAJOR JIHAD	<ol style="list-style-type: none"> 1. Pursuing successful first Minor Jihads will weaken GOV and will make Major Jihads more likely to succeed. 2. Besieged Markers will allow IR by just one successful roll from Poor to IR. 	<ol style="list-style-type: none"> 1. Number of Jihadist Cells exceed US troops by 5+ 2. All Cells are shifted to Active. 3. Play a 2 or 3 OP card. 	<ol style="list-style-type: none"> 1. Roll 1d6 per OP (OP2 or OP3). 2. 2 Successful rolls on a single card are counted versus the initial country GOV value, and will worsen GOV. 3. If BR in target country then 1 successful roll is enough to move from Poor to IR. 	<ol style="list-style-type: none"> 1. A failed Jihad removes a Cell to the Funding Track. Each successful roll removes 1 Aid Marker. If a 3 OP card was played in a country already at Poor, and fail to shift to IR, place a BR marker (only if no BR marker is already present) and shift Alignment 1 box towards Ally. 2. A successful Major Jihad removes BR markers, all Aid and RC markers. Change GOV from Poor to IR. Change Alignment to Adversary. Increase Funding by Target Country Resources. If US troops are present move US prestige to 1. If Target Country is Pakistan move WMD Plot markers into Plot Box.
Recruit Sleeper Cells in Muslim Countries	RECRUIT	Direct Action	<ol style="list-style-type: none"> 1. Target Country must have already a Cell or a Cadre Marker present. 	<ol style="list-style-type: none"> 1. Roll up to 3d6 depending on card value and move one available Sleeper Cell per successful roll to the target country. 2. Recruiting in IR countries succeed automatically. 	Remove the Cadre Marker when first cell is placed.



LABYRINTH JIHAD VICTORY CONDITIONS

- (1) Establish IR governs in countries with at least 6 Resources, including at least 2 adjacent IR countries, OR
 (2) Lower US prestige to 1, and establish at least 15 Muslim countries with Poor/IR governance, OR
 (3) A WMD Plot is resolved in the US without being countered

WHAT to do:	Operation to conduct	improve your chances of succeeding	Prerequisites	Procedure	Impact on game (GOV, Alignment, Prestige, Posture, markers)
Recruit Sleeper Cells in non-Muslim Countries.	RECRUIT	Direct Action	1. Target Country must have already a Cell or a Cadre Marker present.	Roll 1d6 and compare to country REC value.	Remove the Cadre Marker when first cell is placed.
Worsen GOV by first moving Jihadist Cells to other countries (conduct Jihads afterwards). Shift Cells to Sleeper side within a country (useful to Jihadist player because it forces the US Player to use more DISRUPT actions to remove Cells from the target Country.	TRAVEL	Direct Action	1. Designate origin and arrival country and roll the country GOV value or less to succeed. 2. If travelling within the country or to adjacent countries travel is automatically successful.	1. In unmarked Muslim countries test first the country GOV before executing Travel and then place Alignment as Neutral. 2. In unmarked non-Muslim Countries roll for Posture. 3. After testing unmarked countries successful rolls shift Cells to Sleeper side, and place them in target country (can be same country) 4. Travel failure removes the Cell to the Funding Track.	1. Unmarked Countries are tested for Posture and Alignment. 2. Jihadist Cells are moved to specific chosen locations or are removed to the Funding Track (no cadre placed).
Increase Jihad Funding / Hurt US Prestige/Worsen GOV, remove Aid, Change Posture, WIN via WMD in US.	PLOT	Number of Cells determined number of plots.	1. Non IR countries, including Iran. 2. At least 1 Cell present in each target country - each Cell enables 1 roll	1. Shift Sleeper Cell to Active 2. Roll dice according to card OP value. 3. Resolve Plots after US action phases (see below).	1. Choose secretly 1 Plot Marker (or available WMD marker) per successful roll and place it in the target country. 2. Place Jihadist Card in 1 st plot box in the board – US event is ignored.
Increase Reserves	RESERVES	Direct Action	Reserves Track marker on 0 or 1 position.	1. Play OP# =1 OR 2 and move Reserve Marker by the card value to a max of 2 on the Reserve's Box.	Use Reserves to Increase the OP card value to a maximum of 3.